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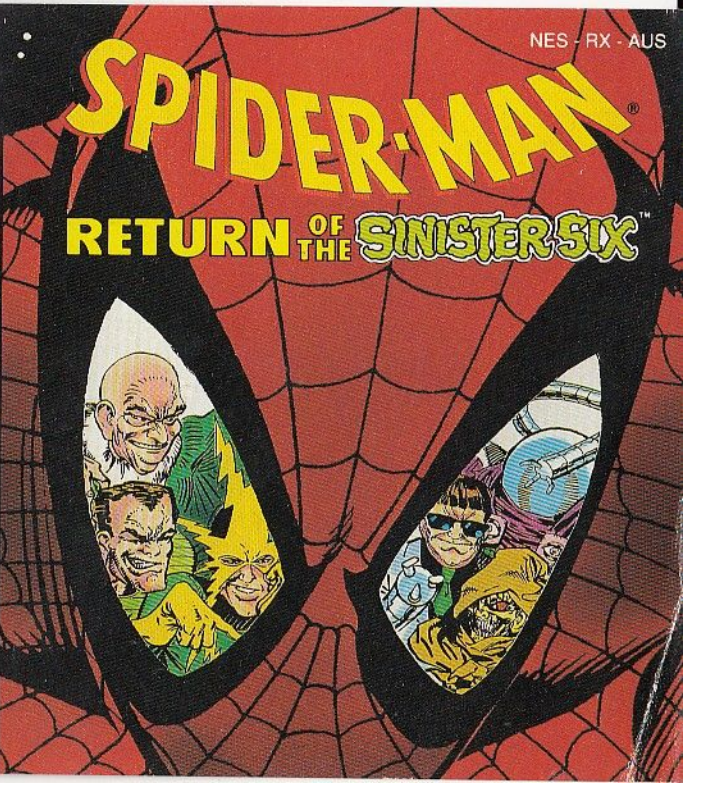
GAME PAK INSTRUCTIONS

NES - RX - AUS

SPIDER-MAN®

RETURN OF THE SINISTER SIX™



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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, drop it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with paraffin, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, neither Nintendo nor LJN, Ltd. will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

The inimitable Dr. Octopus has one simple desire: rule the world. Yet, every time he attempts to make his ambitions reality, one meddlesome arachnid constantly gets in his way...Spider-Man!

But, enough is enough! It's pay back time! Dr. Octopus has reassembled the toughest army of Super-Villains ever to disgrace the planet..The Sinister Six! Electro, The Sandman, Mysterio, The Vulture, Hobgoblin, and Doc Ock are back together with one aim: pest control!

And your only hope, Spidey, is that the best form of defence is attack! Take out the cheap crooks and street slime surrounding the Super-Villains' hideouts. Dodge the Sinister Six's power bolts, bubbleheaded robots, cluster bombs, and more! Show the steel tentacled Doc Ock that the good guys always finish first...because otherwise, Web-Slinger, you just spun your last!

GETTING READY...

FOR THE UNSTOPPABLE SINISTER SIX!

LOADING

1. Make sure the power switch is OFF.

2. Insert the SPIDER-MAN® 2 game pak as described in your NINTENDO ENTERTAINMENT SYSTEM™ manual.

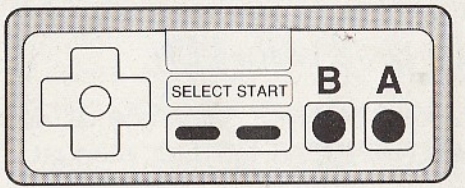
3. Turn the power switch ON. You will then see the SPIDER-MAN® 2 title screen, credit screens,and a summary of the controls.To pause, press the SELECT BUTTON. To begin the game, press the START BUTTON.

SPIDEY'S CONTROLS...

SWINGING INTO ACTION!

Spider-Man's control points are as follows:

BASIC CONTROLS



TO MOVE LEFT or RIGHT, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO JUMP, press the B BUTTON.

TO JUMP HIGHER, press and hold the B BUTTON.

TO PUNCH, press the A BUTTON.

TO EXECUTE A FLYING KICK, press the A BUTTON twice OR press the A BUTTON plus the UP CONTROL PAD ARROW.

TO SOMERSAULT LEFT or RIGHT, press the appropriate LEFT or RIGHT, CONTROL PAD ARROW plus the B BUTTON.

TO SOMERSAULT HIGHER LEFT or RIGHT, press the appropriate LEFT or RIGHT CONTROL PAD ARROW and hold the B BUTTON.

TO CROUCH, press the DOWN CONTROL PAD ARROW.

TO PAUSE, press the SELECT or START BUTTON.

TO RE-START, press the SELECT or START BUTTON again.

TO CONTINUE, on the CONTINUE screen press UP or DOWN to choose YES or NO and press the A BUTTON. You can only continue one time.

CLIMBING CONTROLS

TO CLIMB UP, press the UP CONTROL PAD ARROW.

TO CLIMB DOWN, press the DOWN CONTROL PAD ARROW.

TO MOVE LEFT or RIGHT, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO DROP DOWN FROM A WALL (or ANY SCALEABLE OBJECT), press the A BUTTON.

TO JUMP OFF A WALL (or ANY SCALEABLE OBJECT), press the B BUTTON.

WEB-SLINGING CONTROLS

TO FIRE AN ATTACK WEB, press the A BUTTON.

TO THROW A SWINGING WEB, while either falling or jumping high (by pressing and holding the B BUTTON), press the A BUTTON.

TO INCREASE THE SIZE OF YOUR SWING LEFT, once a web attaches, press the, CONTROL PAD while Spidey swings left.

TO INCREASE THE SIZE OF YOUR SWING RIGHT, once a web attaches, press the RIGHT CONTROL PAD while Spidey swings right.

TO DECREASE THE SIZE OF YOUR SWING, press the LEFT or RIGHT CONTROL PAD ARROW in the direction opposite Spidey's swing.

TO SWING SPIDEY-STYLE WEB TO WEB, at the end of each swing, press the B BUTTON.

TO JUMP OFF A WEB, press the A BUTTON.

TO JUMP OFF A WEB INTO A FLYING LEG KICK, press the A BUTTON twice.

TO DROP STRAIGHT DOWN OFF A WEB, press the the DOWN CONTROL PAD ARROW.

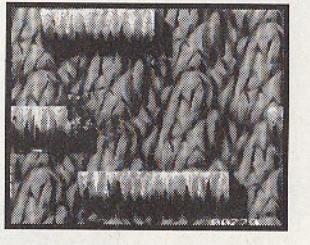
NOTE:

- **Swinging webs can only be thrown when you are off the ground—either falling or jumping high.**
- **Increasing the size of your swing—even up to 360° allows access to otherwise unreachable platforms.**
- **You can only fire Attack Webs once you get the web fluid pick-ups. (See Pick-Ups on pages 9-11.)**

ON THE SCREEN...

SPIDER-POWER!

Game play information appears on the screen as follows:



PICK-UPS

SPIDEY'S ENERGY

ENEMY'S ENERGY

SCORE

SPIDEY'S ENERGY—You begin the game with four (4) squares of energy. Get hit hard after losing the fourth and your number's up!

ENEMY'S ENERGY—only appears when you confront a Super-Villain.

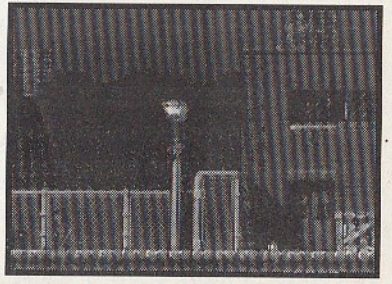
SCORE—Every 1000 points gives you an extra energy square.

PICK-UPS...

GET A LOAD OF THESE, SINISTER SIMPLETONS

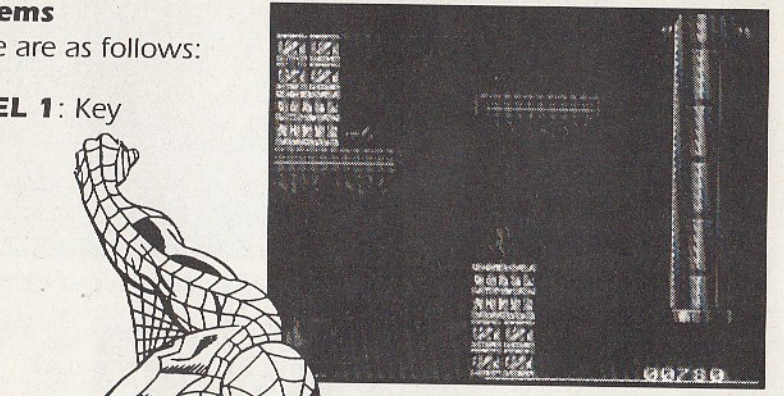
Two types of pick-up exist in the game: Attack-Web Fluid and Items. The web fluid can be found throughout the game. Items are specific to certain levels as shown below.

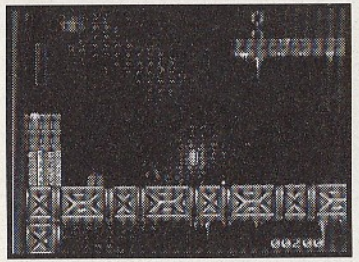
1. Attack Web Fluid:
Attack street scum and Super-Villains alike with decimating bolts of web fluid. Each pick-up lasts ten shots and can be carried between levels.



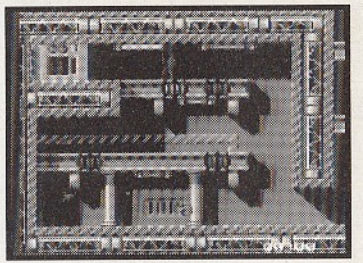
2. Items
These are as follows:

LEVEL 1: Key





LEVEL 2: TNT Detonator



LEVEL 3 Infra-red Goggles

You will need each pick-up, respectively, to get through a locked door, blow open a secret passage, and to see in the dark!

TO GET ANY PICK-UP, move next to it and press the DOWN CONTROL PAD ARROW.

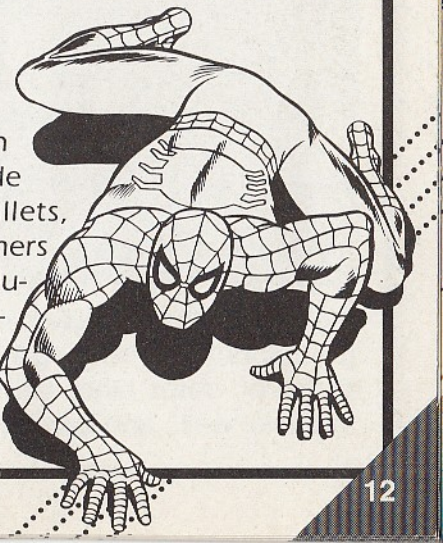
Note: Once picked up: ▪Web Fluid is immediately available for use. ▪Item pick-ups are stored in the top left corner of the screen and automatically descend when you need them.

DOC OCK OMNIPOTENT!

Individually, Electro, The Sandman, Mysterio, The Vulture, Hobgoblin, and Dr. Octopus are some the most powerful foes Spidey's ever fought. Together, as the Sinister Six, they've kicked his butt all over the place!

LEVEL 1: THE POWER STATION

Steel fences, armed thugs, mines, missiles, and surges of lethal high voltage electricity guard the outside of the power station. Within, bullets, lasers, arcing cables and transformers threaten to bring a shocking conclusion to your career! Split second timing and devastating right hooks are the key to success and reaching Mr. "Live Wire" himself, Electro!



SUPER-VILLAIN: Electro

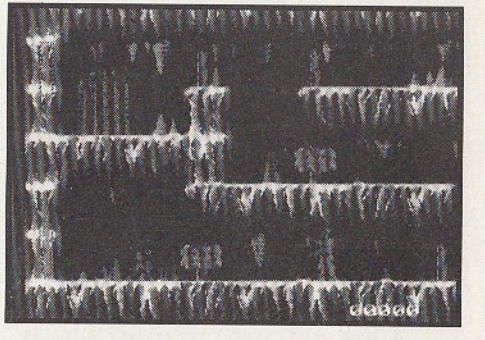
A lightning strike turned former Con Ed lineman Maxwell Dillon into the power hungry Electro! Now, the magnetic fields generated by power lines give him the ability to fly. Soaking up raw current gives him the spectacular talent of discharging deadly bolts of pure electricity! Turn off this bright spark's generator as soon as possible, or your Super Hero service is headed for termination!

LEVEL 2: TOXIC WASTE DUMP

Deep beneath the city lies a Toxic Waste Dump. Industrial acid drops from the pipes and crossbeams. Rabid rats scurry around the floors. Gun carrying hoods haunt the shadows. Maze like stacks of crates block your way, but find the TNT, detonator, and fake wall...and getting out will be a blast.

Note: The green crates explode on contact sending Spidey skyward. Where necessary, use them for a boost across gaps in the floor.

SUPER-VILLAIN: The Sandman



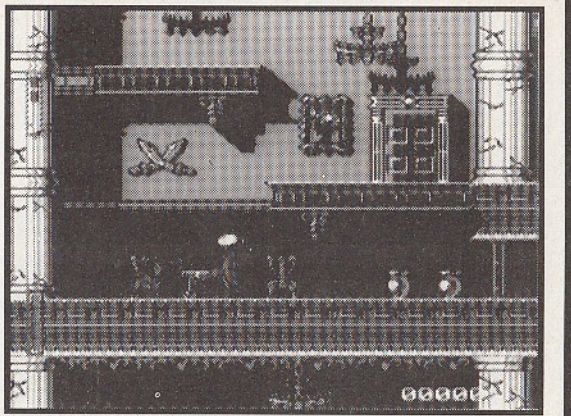
This slippery Super-Villain is definitely no dream boy! While hiding out on a beach, a bombardment of radiation gave two bit criminal, William Baker, the ability to transform himself into sand. Yet, despite his shape changing expertise, he recently tried to go straight...but then Doc Ock paid a visit. Maybe it's time for a second opinion!

LEVEL 3: THE HOUSE OF ILLUSION

All is not as it seems in this high-tech fantasy land. Illusory butterflies flutter by...and turn into too real missiles. Wispy feathers drift through the air..and change into lethal contact bombs. Someone turn the lights out? Looks like Spidey forgot his night goggles!

Note: To enter doorways marked with upward pointing arrows, move in front of them and press the UP CONTROL PAD ARROW. You cannot enter doors marked with downward arrows.

SUPER-VILLAIN: Mysterio

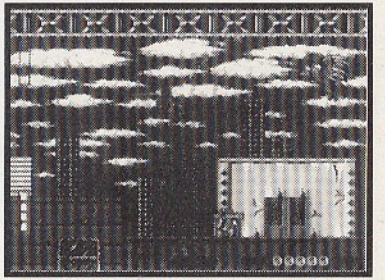


Bringing the curtain down on this "Master of Illusion" will be no problem...once you separate him from his understudies! Get rid of the Mysterio holograms and robots to clear your path. Deck the real Mysterio... and the Sinister Six are down to the Troublesome Three.

LEVEL 4: STREETS AND ROOFTOPS

Watch out for good ol' fashioned criminals popping out of trap doors with state-of-the-art bazookas! Grab the web fluid when you can. Featherface hates being a web-head!

SUPER-VILLAIN: The Vulture

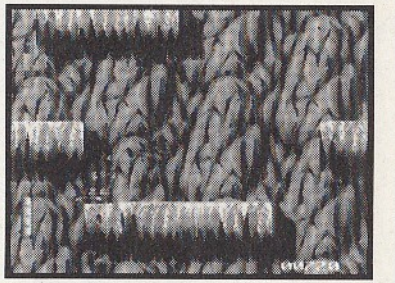


The Vulture's aged features, hunched shoulders, and hooked nose make him the duplicate of his namesake. But his electromagnetic anti-graviton generator proves looks aren't everything when it comes to ruling the skies. Shoot him down fast or clusters of concussion grenades will ground you permanently .

LEVEL 5: THE FOREST & HOBGOBLIN'S CAVE

The forest is no place for a city boy like Spider-Man. Nasty razor-bats swoop from above. Club throwing trolls patrol the ground. Hobgoblin's laser canons and incendiary Jack O' Lanterns makes even a Mets' game more fun than being here.

SUPER-VILLAIN: Hobgoblin

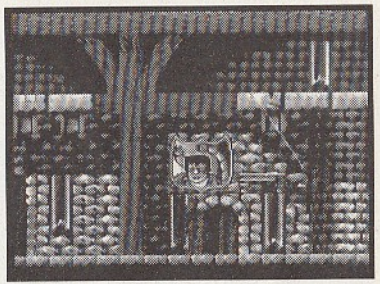


If any of Spidey's opponents needs a good psychiatrist and a reliable dentist, it's Hobgoblin! Desperate for super-powers, Jason Macendale made a deal with a demon, but in the bargain had his face twisted into a grotesque replica of his goblin mask. However, thanks to spell cast by Dr. Strange, this gruesome spectre still thinks he has a human face! Of course, when all he cares about is turning you into Super Hero history...what's the difference?

LEVEL 6: DOC OCK'S CASTLE

Outside, every bazooka firing, club throwing, gun firing thug, troll, and street vermin is out to teach the webbed wonder a lesson he'll never forget! Inside...the doctor's home!

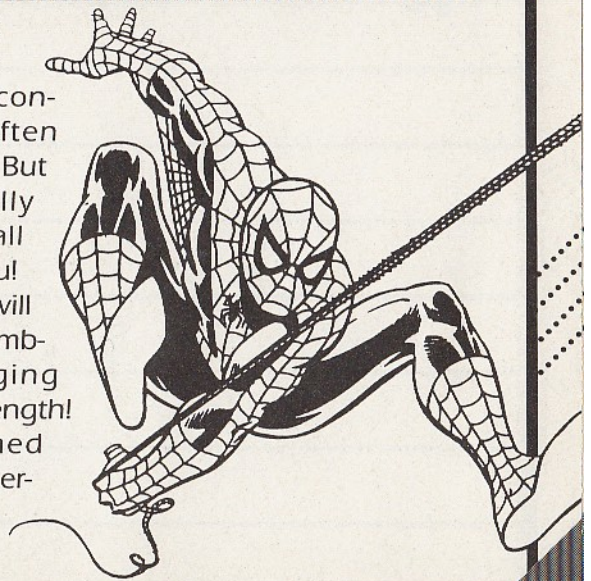
SUPER-VILLAIN:
Doctor Octopus



A freak atomic accident grafted metallic tentacles onto the body of Dr. Otto Octavius. Taking the name Dr. Octopus, he became Spider-Man's greatest—or at least most relentless—foe. Now, he's set to rid the planet of one pesky wall crawler for ever. Remind the last of the foulest it's Mr. Wall Crawler to him. Forcefields, bombs, indestructible tentacles...they're just part of the job for a friendly neighbourhood Spider-Man!

THE AMAZING SPIDER-MAN...

The Sinister Six's plans have been foiled before by partisan jealousies, conspiracies, and, more often than not, pure insanity. But this time they've finally found a scheme they all agree on...destroying you! And the only thing that will stop them is building climbing agility, web-slinging speed, and fist flying strength! So, "Heads up, costumed cretins! The Amazing Spider-Man is comin' right at ya!



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WARRANTY

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This warranty does not apply where the product has been damaged after sale to the original purchaser by incorrect or unreasonable use, negligence, modification or by damage not related to defects in materials or workmanship.

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